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"*I saw her eyes — no, her third one. By Freyja, it blinked. And then… I no longer remembered my name. Not where I was. But I remember her voice — clear as my most precious memory. It sang like the end of summer.*"

—Testimony given by an anonymous Koviri merchant, 1244

Arch-succubus

An arch-succubus specimen

Taxonomy

Monster Classification

Hybrid (formerly)
Relict

Danger Level

High

Domain

Eukaryota

Kingdom

Animalia

Phylum

Chordata

Class

Mammalia

Order

Teleroprimata

Family

Telerocervuae

Genus

Cervutaurus

Species

Succubus

Related Species

Winged Succubus

Physiology

Height

Similar to that of succubus

Weight

Similar to that of a succubus

Eyes

Goat-like pupils

Ecology

Lifespan

350 years

Intelligence

Human-like

Nature

Commonly described as aggressive, impulsive, notoriously unreasonable, and prone to diva-like behavior

Range

Around the world

Habitat

Tend to dwell in rural areas. Typically, they choose secluded places that remain close enough to settlements where they can easily acquire prey

Diet

Omnivorous

Prey

Usually, young men

Predators

Witchers

An **arch-succubus** (male: **arch-incubus**) [Scholar Language*: Cervutaurus sapiensis majoris*], also known as a **higher succubus** or **supreme succubus**, is a rare yet powerful subspecies of succubus. It is distinguished by significantly greater magical capabilities than the average succubus, and by sharing more anatomical traits with its distant relatives — such as fiends, chorts, bumbakvetches, and others.

Among the most recognizable of these traits are its horizontal pupils, and more importantly, the presence of a third eye. This eye, much like those of its aforementioned kin, grants the arch-succubus a potent ability to hypnotize any being who dares meet its gaze.

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Differences from the Common Succubus

Beyond the already mentioned distinctions, there are two other notable differences between an arch-succubus and the common succubus.

The first lies in their horns: far more elaborate than those of their lesser kin, arch-succubi typically grow upward-curving, spiraled horns. These serve multiple purposes — defensive, reproductive, and as an indicator of age and fertility. Horn coloration reflects age, while horn size is generally associated with fertility: the larger the horns, the greater the potential for reproduction. The degree of spiraling may also — though not always — suggest the number of offspring previously birthed.

The second difference is in their ears. While common succubi retain a more human-like ear shape, arch-succubi develop elongated, elven-like ears. Unlike elven ears which tend to point upward, theirs extend laterally.

Diet and Feeding Habits

There are many myths surrounding succubi — most of them half-truths, distorted beyond recognition.

Feeding is one of the most misunderstood aspects.

While it is true that part of a succubus' sustenance comes from extracting vital energy through copulation, it is false to claim this is their sole source of nourishment.

In truth, copulation serves multiple functions, not only nutritional but also social — much like how bonobos from Zangvebar engage in sexual activity for bonding and hierarchy regulation.

When it comes specifically to sustenance, the vital energy drawn from intercourse serves a role analogous to certain minerals and salts in the human diet: essential, but not the primary bulk of nutritional intake. The rest of their diet is quite similar to that of any other omnivorous species.

Beyond feeding, vital energy is also tapped for magical purposes — serving as a portable energy reserve in the absence of nearby power sources, much like a witcher uses their medallion to draw upon Signs when no Place of Power is available.

In the case of arch-succubi, what sets them apart from their lesser kin is their ability to extract significantly more energy during copulation. As a result, it is common for their lovers to perish after fewer than five encounters, due to a combination of physical exhaustion and energy depletion. A common succubus, by contrast, may allow for a longer lifespan in her consort — though not indefinitely.

Behavior

"*Next to them, my breakups make me look like a saint*"

—A certain bard, close friend of a certain very famous witcher of the School of the Wolf

Though each arch-succubus is a sentient being with individual agency, it is undeniable that they tend to exhibit recurring behavioral patterns — most of which can be loosely attributed to the influence of their third eye, whose hypnotic powers allow them to bend others to their will with unnerving ease.

Thus, while it is a generalization, arch-succubi are commonly described as aggressive, impulsive, notoriously unreasonable, and prone to diva-like behavior, with a psychological profile that, in human terms, bears resemblance to a volatile blend of BPD, HPD, NPD, and OCPD traits.

Arch-incubi, for their part, are no exception — although their patterns tend to manifest more covertly. Beneath a calm or seductive exterior, similar traits often lie dormant.

It is widely believed that this volatile temperament among arch-specimens, is a major contributing factor to the historical persecution of succubi and incubi as a whole. Many lesser succubi have tragically suffered unjust deaths — victims not of their own nature, but of the reputations carved by their superior kin.

Reproduction

Like their common succubus kin within the species *Cervutaurus sapiensis*, arch-succubi possess a year-round reproductive window. However, unlike their lesser relatives, they are genetically incompatible with most humanoid species due to their chromosomal makeup being more closely aligned with that of their distant bestial kin.

As a result, they can only reproduce with incubi, arch-incubi, humans, and half-elves. When mating with incubi or arch-incubi, offspring are evenly distributed between male and female. However, reproduction with humans or half-elves most often results in female offspring.

Pregnancy in arch-succubi lasts approximately three months longer than in human gestation, and typically results in litters of two to four offspring.

Life Cycle

Arch-succubi (and by extension, their male counterparts) possess an average lifespan of approximately 350 years.

They reach full maturity slightly later than humans, typically around the age of 30, at which point the arch-succubus is considered fully developed.

Much like elves, they show no visible signs of aging throughout their lives. However, unlike elves, they do not lose fertility upon reaching their first century, but rather around 310 to 330 years of age. At this point, they often assume among them the role of what human cultures would refer to as a Great Matriarch.

Most arch-succubi perish shortly after this stage, as the loss of fertility is usually followed by a gradual decline in their life-draining capabilities. This decline often triggers a series of degenerative conditions that ultimately lead to death.

Habitat

It is almost impossible —if not entirely so— to encounter an arch-succubus in urban settings. Their usual behavior either prevents them from adapting to such environments or causes such chaos that they are quickly hunted down and killed.

For this reason, the few arch-succubi that still exist tend to dwell in rural areas. Typically, they choose secluded places that remain close enough to settlements where they can easily acquire prey — usually young adult men, whom they can drain repeatedly without killing them on the first encounter.

This preference for isolated-yet-accessible locations serves both as a convenient feeding ground and as a natural means of containment — allowing the arch-succubus to keep her victims trapped once seduced.

Moreover, this isolation makes it easier to mask the victims' disappearances. Locals often assume the missing were simply taken by a wild beast, or that they left of their own volition for any number of reasons.

Ironically, many arch-succubi have been exposed and hunted due to their own diva-like behavior — as their thralls often return to their original population under their "*mistress's*" orders to fetch some new indulgence. Most do so seemingly of their "*own free will*" though

in truth, some do so under the effects of the third eye hypnosis, particularly those who begin to awaken from the seduction too late to resist.

Abilities

Despite their exotic, seductive, and deceptively fragile appearance, an arch-succubus is an extremely dangerous opponent — even more so than a common succubus. This is due to several key factors.

The first and most notorious is their third eye. Unlike the third eye of chorts or fiends, which merely blinds and weaken their enemies, the third eye of an arch-succubus possesses, as mentioned prior, the ability to hypnotize anyone seen it — even witchers, who are known for their high resistance to magical influence, may find themselves partially under its control.

The second factor is their physical strength. While common succubi already possess considerable brute force, arch-succubi are three times stronger. Their strength rivals that of lesser chorts and howlers. When combined with their incredible speed and the keratin structure of their claws — significantly tougher than that of humans — they become formidable foes in close combat.

Lastly, there's their magical aptitude. Unlike their lesser kin, whose spellcasting is limited to basic tricks such as fireballs or dream projections used to seduce victims, arch-succubi are capable of casting a much broader and deadlier range of spells. Depending on their energy reserves, they can unleash magical assaults comparable to those of a novice sorceress trained at Aretuza — including mental spells (telekinesis, telepathy, levitation, etc.), elemental attacks like fireballs and lightning bolts, and more.

Slaying

Slaying an arch-succubus, while somewhat similar to dealing with a common succubus, requires several additional precautions — especially for a witcher.

The first step is to free her victims. Due to her hypnotic abilities, she can manipulate them to aid her escape or defend her.

The second is to consume potions such as Blizzard, in order to enhance reflexes and slow down time perception during combat.

Third, before using dimeritium bombs, it is crucial to disable her third eye by any means. This can be achieved with a well-placed crossbow bolt or by casting specific Signs such as the acidic Aceta, the saline Acutus, or the dazzling Luxii.

The fourth step involves using the Sign Veris, which, when timed with the lingering effects of dimeritium, will prevent the arch-succubus from activating her hypnotic gaze during the fight.

Signs like Hatri — which reflects the hate and bloodlust of the opponent back to them— or Yrden, to slow her movements, are also highly recommended.

Fifth: as with all succubi, never allow her to dictate the pace of the fight. Precision, speed, and relentless offense are key. The use of the Quen and Petrax Signs is vital to surviving close encounters.

As for oils, both Relict Oil and Hybrid Oil may be effective, depending on whether she is a pure arch-succubus or has inherited traits from her lesser kin.

Lastly — and although rare — negotiation is sometimes an option. Unlike common succubi, arch-succubi are far less likely to respond to diplomacy, but in exceptional cases, it may prevent unnecessary bloodshed.

The same rules apply to their male counterparts.

History

Like their lesser counterparts and distant kin, arch-succubi first arrived in the world during the First Conjunction of the Spheres. Where they came from, however, remains unknown — their own folklore offers little to no answers. Even the folkloric traditions of related species, such as fauns, provide scant clues.

Due to their humanoid appearance — despite not belonging to the genus *Homo* — scholars theorize that arch-succubi originate from a world where humans were present. It is believed that convergent evolution may have shaped their form to better lure and prey upon humans. Some even claim that their intelligence itself may be an adaptive trait, evolved purely to ensnare their victims more effectively.

The only visible remnants of their original, non-human physiology appear to be their goat-like legs, horns, and — in the case of arch-succubi — a few other anatomical traits. These are thought to be vestigial echoes of their true form.

Known Arch-succubi

While rare, a few arch-succubi have managed to leave their mark either through the devastation they caused, the notoriety they acquired, or the later legends spun around them. Some of the most famous, are the following:

- Ceyonbé of Zangvebar
- Hannari
- Khéssa
- Kirasha of Barsa
- Kírke
- Klelä Päob
- Neybrit

Trivia

- This article was inspired by the work of Natalya Platonova.
- Ceyonbé is an easter egg of the American singer Beyoncé.
- Neybrit is an easter egg of the American singer Britney Spears.
- Hannari is an easter egg of the Barbadian singer, businesswoman and actress Rihanna.
- Kirasha is an easter egg of the Colombian musician and singer Shakira.
- Kírke is a reference to the mythological Circe.
- Khéssa is a obvious nod to American singer Kesha.